

TE (Z.T.) - SEM V
O.F.C.D.

may 2014
15/05/14

QP Code : MV-18419

(3 Hours)

[Total Marks : 100

- N.B. 1. Question No 1 is compulsory.
2. Attempt any four out of the remaining six questions.

- Q1. (a) Define and explain the following terms: i) Process ii) Process state
iii) Multiprogramming iv) Time-sharing. 05
(b) Draw and Explain process state diagram. Can a process make a transition
from a ready state to the blocked state? Why or why not? 05
(c) What is a system call? Explain any four system calls. 05
(d) Explain effect of page size on performance. 05
- Q2. (a) Define the notion of a deadlock. Explain necessary and sufficient conditions
for a deadlock to occur. What is the difference between a deadlocked state and
an unsafe state? 10
Q2.(b) Describe the difference between pre-emptive and non-pre-emptive scheduling
algorithms. Which one is more suitable for a time-sharing system? Justify. 10
- Q3 (a) What are the different file allocation methods? Which file allocation method
would you use for a system whose main task is database management? Why? 10
Q3(b) Briefly explain the different modes of inter-process communication. 10
- Q4. (a) Briefly explain how message passing can be used to achieve mutual exclusion.
Compare this technique with semaphores and monitors. 10
(b) What is the critical section problem? Discuss a solution to the problem 10
- Q5 (a) There are five processes A to E which are waiting to be scheduled. Their arrival
times are 0,1,3,9 and 12 sec respectively and their processing times are
3,5,2,5, and 5 seconds respectively. What is the average turn-around time using
FCFS, SJF and Round-Robin(with a quantum of 1 sec) scheduling? 10
Q5 (b) What are the requirements of memory management? Explain segmentation with
the help of an example. 10
- Q6 a. What are processes and threads? What are the advantages and disadvantages
of implementing threads in kernel space and user space? 10
Q6 b. Compare and contrast any three disk arm scheduling algorithms. 10
- Q7. Short notes on: 20
i) Unix File management
ii) I/O buffering
iii) Real Time Operating System
iv) RAID.

Con. 9784-14.